

Reformation

"Level 1 - Whispers of the Past"



<https://www.pinterest.com/pin/deus-ex-manking-divided-370561875575012140/>

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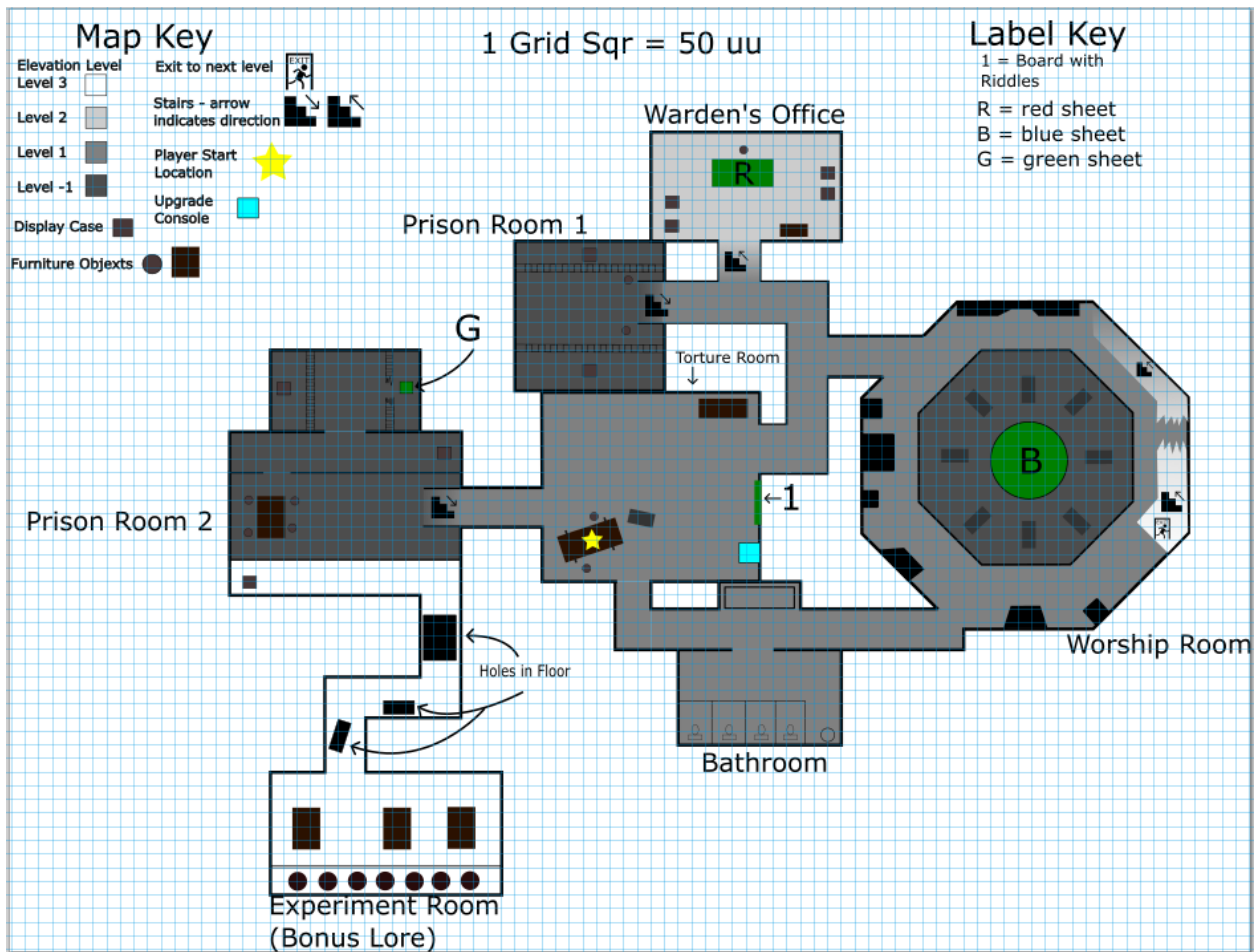
Level / Game Overview

You were once a superpowered AI being. Now due to a virus infecting you, you have been stripped of all your powers and abilities and must rebuild piece by piece. You awake trapped in a limbo-like prison, unsure of how you got here, only with vague phrases fading in and out of memory as you explore this previously abandoned facility. Someone, or something, infected, overthrew, and almost destroyed you. Piece together what happened to you and recover from your fall from power.

This level serves as the mysterious beginning level to a larger game. It is a sci-fi themed exploration-adventure game with occasional combat, but a focus on stealth and puzzle solving for the first third of the game. The player plays as a once powerful being, intentionally kept vague, left for the player to decide/solve on their own playthrough. They must discover how they fell from power and traverse the unorthodox and mysterious world of Aeon, a sci-fi future simulation. Using their puzzle, riddle solving, and critical thinking skills, the player will discover their backstory, grow and expand their abilities, and in the end, confront their most dangerous foes.

The level visuals take inspiration from the film *The Matrix*, various Sci-fi lab concepts, and a grungy, run-down atmosphere like the bathroom from the original *Saw* film.

Overhead/Orthographic Map



Gameplay Summary

Part 1: Discovery

- Player starts in the 'Torture' room, sees board with writing on it and a glowing console in the corner
 - Upon approaching both the board and the console (and all future interactable objects/objectives), player prompted to interact with button press – teaches "interact" behavior to player to encourage searching/exploring the environment
 - The console illuminates with an access code request – a visible objective for the player
- Player reads board with 3 riddles on it – the answers are used to hint player for POIs to find in exploration of the facility
 - POIs: Bug Statue, CPU in display case, Warden's Office
 - Each POI is the location of 1 of 3 sheets of paper with binary on it
- Minor internal dialogue plays to give background and worldbuilding for player/character

Part 2: Exploration

- Player leaves the 'Torture' room in 1 of 3 directions, East, South, or West
 - Player can and will find various artifacts and decorations – most notably, parts of primitive computers (GPU, CPU, RAM, SSD, etc) in display cases
- Upon finding the 3 POIs around the map in the Worship Room, Prison Room 2, and Warden's Office, the player now finds 3 sheets*, each in a different color (Red, Green, Blue) and a different binary string on each.

*Note: RGB Sheet Specific Locations

- Red – Warden's desk drawer in Warden's Office
- Green – Inside the CPU display case in Prison Room 2
- Blue - Stuck to the back of the bug statue in the Worship Room

Part 3: Solving the Escape

- After translating the binary strings to English letters (from understanding of binary or using IRL binary converter) – the translating reveals the letters K, E, and Y
 - Note: The coloring of the sheets acts as a visual hint to the order of the binary strings in case player is unable to figure out the ordering on their own)
- Inputting this (KEY) as the access code into the console grants the player access to the console and their new Player Movement Mechanic: Augmented Leap
- Player can use new PMM to find hidden lore room and/or exit the level up the broken stairs of the Worship Room.

Extra Details

Template Used: First Person

The Riddles

The more you code, the more of me there is. I may be gone for now, but you can't get rid of me forever.
What am I? – a bug

I have a pulse, but no heart, a brain but can't think, and while I can sleep, I usually don't stay asleep for long. What am I? – a CPU

The domain of a figure, intimidating and controlled. The responsibility his, to prevent any revolt. – Warden' office

Source: [17 Hillarious Programming Riddles | by Brunette girl | Nerdy People | Jul, 2022 | Medium](#)

Binary Sheet Strings

Red Sheet: 0100 1011 = K

Green Sheet: 0100 0101 = E

Blue Sheet: 0101 1001 = Y

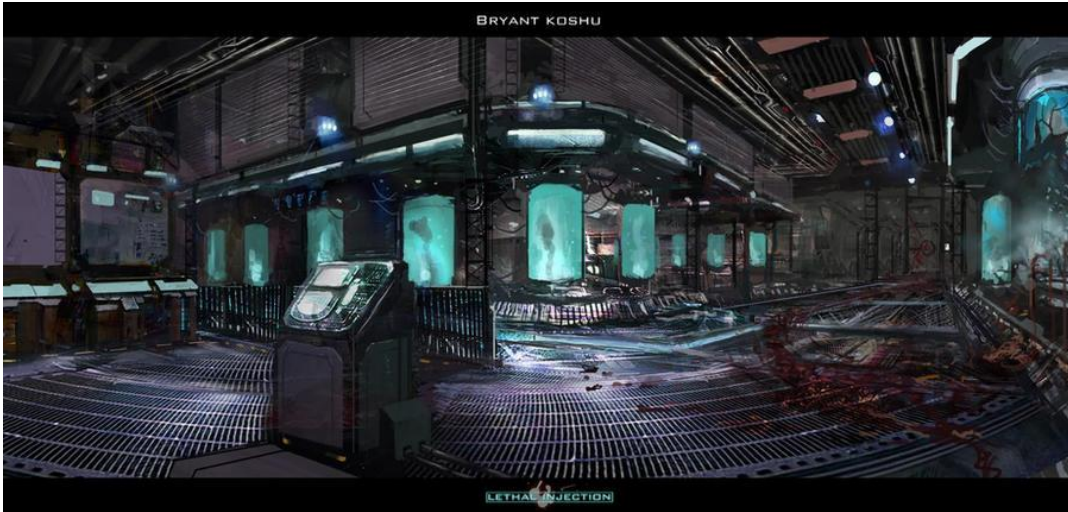
Player Movement Mechanic: Augmented Leap

- Player can activate ability in which their next jump height is doubled
- 5 second cooldown – visual indicator bar
- Used to traverse areas not normally accessible with normal jump

Bonus Lore Room

- Upon traversing over the holes in the floor leading up to the room, player finds hidden experimentation room
 - Should the player fail to jump over the holes, they will be teleported back to the starting room
- Multiple cryo-chambers containing other, mostly deceased, test patients like the player are propped against the wall opposing the entrance
 - Internal Memory Dialogue lines and a flashback cutscene hint at a possible connection to these individuals – explored in later levels
- Player control then returned after cutscene is finished

Visual References



<https://www.deviantart.com/peachlab/art/decently-scary-lab-274279613>



<https://www.pinterest.com/pin/161566705353729002/>



<https://www.wallpaperup.com/uploads/wallpapers/2014/01/15/228595/f91adb7a9d4e6f68ee89153e6e5c463b-700.jpg>



<https://www.deviantart.com/zhrayde/art/Temple-Ruins-532816189>